1   1.   A network for transmitting viewable data objects,
2   comprising:
3   a plurality of local servers to store subsets of the
4   viewable data objects;
5   a plurality of links to couple each local server to a
6   set of viewer receivers without coupling the viewer
7   receivers together, each local server to transmit viewable
8   data objects to viewer receivers; and
9   at least one storage server to store the viewable data
10   objects and to transmit a subset of the stored data objects
11   to the local servers responsive to different expected
12   demands there present.

1   2.   The network of claim 1, wherein the storage server
2   is adapted to transmit data objects based on priorities
3   determined by the local server identity and viewable data
4   object content.

1   3.   The network of claim 1, wherein each local server
2   is adapted to transmit viewable data objects to a plurality
3   of viewer televisions.

1   4.   The network of claim 1, wherein each local server
2   is capable of deleting a first viewable data object to free
3   space to store a new viewable data object in response to the
4   priority for the new object being higher than the priority
5   for the first viewable data object.

1   5.   The network of claim 1, further comprising:
2   a plurality of second local servers to store subsets of
3   the viewable data objects;
4   a plurality of second links to couple each second local
5   server to a distinct set of second viewer receivers without
6   coupling the second viewer receivers together, each second
7   local server to transmit viewable data objects to second
8   receivers; and
9   a second storage server to store the viewable data
10   objects and to transmit a subset of the stored data objects
11   to the second local servers responsive to different expected
12   demands there present; and
13   a hardware manager to automatically distribute new
14   viewable data objects to the first and second storage
15   servers.

1   6.   The network of claim 1 wherein the storage server
2   is capable of transmitting a group of viewable data objects
3   to each local server as a single unit and the local servers
4   are capable of storing and of later deleting the group of
5   viewable data objects as a single unit.

1   7.   The network of claim 6, wherein the network
2   manager is adapted to control work queues for data objects
3   stored on the local servers.

1   8.   The network of claim 1, wherein the local servers
2   support restricted viewer streaming control, access to
3   viewer streaming control being restricted based on one of
4   events, locality, and content of data objects.

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1   9.   A network for transmitting viewable data objects
2   interactively, comprising:
3   a plurality of local servers to store subsets of the
4   viewable data objects;
5   a plurality of lines to couple each local server to a
6   set of viewer receivers without coupling viewer receivers
7   together, each local server to transmit a viewable data
8   object to a viewer receiver in response to receiving a
9   request therefrom; and
10   at least one storage server to store the viewable data
11   objects and to transmit a subset of the stored data objects
12   to the local servers responsive to different expected
13   demands there present.

1   10.   The network of claim 9, wherein the storage server
2   is adapted to transmit particular data objects to particular
3   local servers based on priorities determined by the identity
4   of the particular local servers and the content of the
5   particular data objects.

1   11.   The network of claim 9, wherein a portion of the
2   priorities can be dynamically updated by events.

1   12.   The network of claim 9, wherein each local server
2   is adapted to transmit viewable data objects to a plurality
3   of interactive viewer televisions.

1   SUBA 3) 13.   The network of claim 9, wherein the local servers
2   support streaming control of viewable data objects by
3   viewers, said control being restricted based on one of
4   events, locality, and content of data objects.

14. The network of claim 9, wherein each local server is capable of deleting a first viewable data object to free space to store a new viewable data object if the priority for the new object is higher than the priority for the first viewable data object.

15. The network of claim 9, further comprising:
   a plurality of second local servers to store subsets of the viewable data objects;
   a plurality of second lines to couple each second local server to a set of second viewer receivers without coupling the viewer receivers together, each second local server to transmit a viewable data object to a second receiver in response to receiving a request therefrom; and
   a second storage server to store the viewable data objects and to transmit a subset of the stored data objects to the second local servers responsive to different expected demands there present; and
   a hardware manager to automatically distribute new viewable data objects to the first and second storage servers.

16. The network of claim 15, wherein the hardware manager is adapted to transmit meta data to the local servers and to update meta data stored on the local servers.

17. The network of claim 9, wherein the viewable data objects include video data objects and game data objects.

1   18. The network of claim 9, wherein the storage server

2 is capable of transmitting a group of viewable data objects

3 to each local server as a single unit and the local servers

4 are capable of storing and later deleting the group of data

5 objects as a single unit.

1   19. The network of claim 9, wherein the network manager

2 is adapted to control work queues for data objects stored on

3 the local servers.

1   20. A cable television network comprising:

2   a plurality of servers to transmit viewable data

3 objects to different viewer televisions, each server to

4 transmit a viewable data object to one of the televisions in

5 response to a request from the one of the televisions; and

6   a device to transmit viewable data objects to each of

7 the local servers, the device capable of transmitting

8 different data objects to the different local servers.

1   21. The network of claim 20, wherein the servers form

2 a star-shaped network about the device.

1   22. The network of claim 20, wherein the device

2 transmits data objects based on events and priorities

3 attached to the local servers and to the content of data

4 objects.

23. The network of claim 20, wherein the servers

2 support restricted viewer streaming control, access to

3 viewer streaming control being restricted based on one of

4 events, locality, and content of data objects.

1   24.   The network of claim 20, further comprising a
2   hardware manager to automatically distribute new viewable
3   data objects to the local servers.

1   (SUBA6) 25.   The network of claim 24, wherein the manager is
2   adapted to control work queues for data objects stored on
3   the servers.

1   (26.) A method of distributing viewable data objects to
2   viewer receivers, comprising:
3   selecting a first viewable data object from a pool of
4   viewable data objects in response to a preselected event;
5   selecting a second viewable data object from the pool
6   in response to a preselected event;
7   transmitting the first and second objects to respective
8   first and second local servers, the first and second objects
9   being responsive to different priorities of the respective
10 first and second local servers for data object content;
11   sending a data object from the first local server to a
12 first viewer receiver; and
13   sending a data object from the second local server to a
14 second viewer receiver.

1   27.   The method of claim 26, wherein the acts of
2   sending are in response to requests from the viewer
3   receivers.

1   28.   The method of claim 26,
2   wherein the acts of selecting are based, in part, on
3   operations data received from the local servers.

1   29. The method of claim 26, further comprising:
2   sending a list of available data objects to the first
3   local server; and
4   wherein the selecting a first viewable data object is
5   responsive to receiving the list and to priorities for data
6   object content at the first local server.

1   30. The method of claim 26, further comprising:
2   receiving a request for a viewable data object from the
3   first viewer receiver; and
4   wherein selecting a first data object is responsive to
5   receiving the request from the first viewer receiver.

1   31. The method of claim 26, further comprising:
2   transmitting meta data from a central manager to the
3   local servers; and
4   receiving a request for a viewable object from a
5   viewer's receiver in response to streaming a portion of the
6   meta data on the viewer's receiver.

1   32. The method of claim 26, wherein the act of
2   selecting includes calculating a delay with operations
3   data from the first server; and
4   wherein transmitting a first object is performed after
5   the delay ends; and further comprising:
6   storing a portion of the first object in storage space
7   of the first server freed at the end of the delay.

1   33. A network to provide viewable data objects to
2 television viewers interactively, comprising:
3   a plurality of local servers to store viewable data
4 objects, each local server to transmit viewable data objects
5 to a distinct and different set of televisions, each local
6 server to transmit a viewable data object to one of the
7 televisions in response to receiving a request from the one
8 of the televisions; and
9   a storage server coupled to distribute data objects to
10 the local servers, the storage server being responsive to
11 actual and expected demands of the sets of televisions
12 connected to each different local server.

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